NES-NO-USA ★

GAME PAK
INSTRUCTIONS

W.A.R.C™

"NO ONE HAD THE GUTS ...UNTIL NOW"

Acclaim™
entertainment, inc.
Masters of the Game™

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for play on the
Nintendo
ENTERTAINMENT
SYSTEM®

★ just say no™
INTERNATIONAL

You are Max Force...your mission ...bust Mr. Big and destroy his dreaded criminal empire...seize all contraband, stolen money, illegal weapons...use rocket bombs, high-powered machine guns...apprehend all suspects... protect the innocent and punish the guilty...stop at nothing!

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliabiltty and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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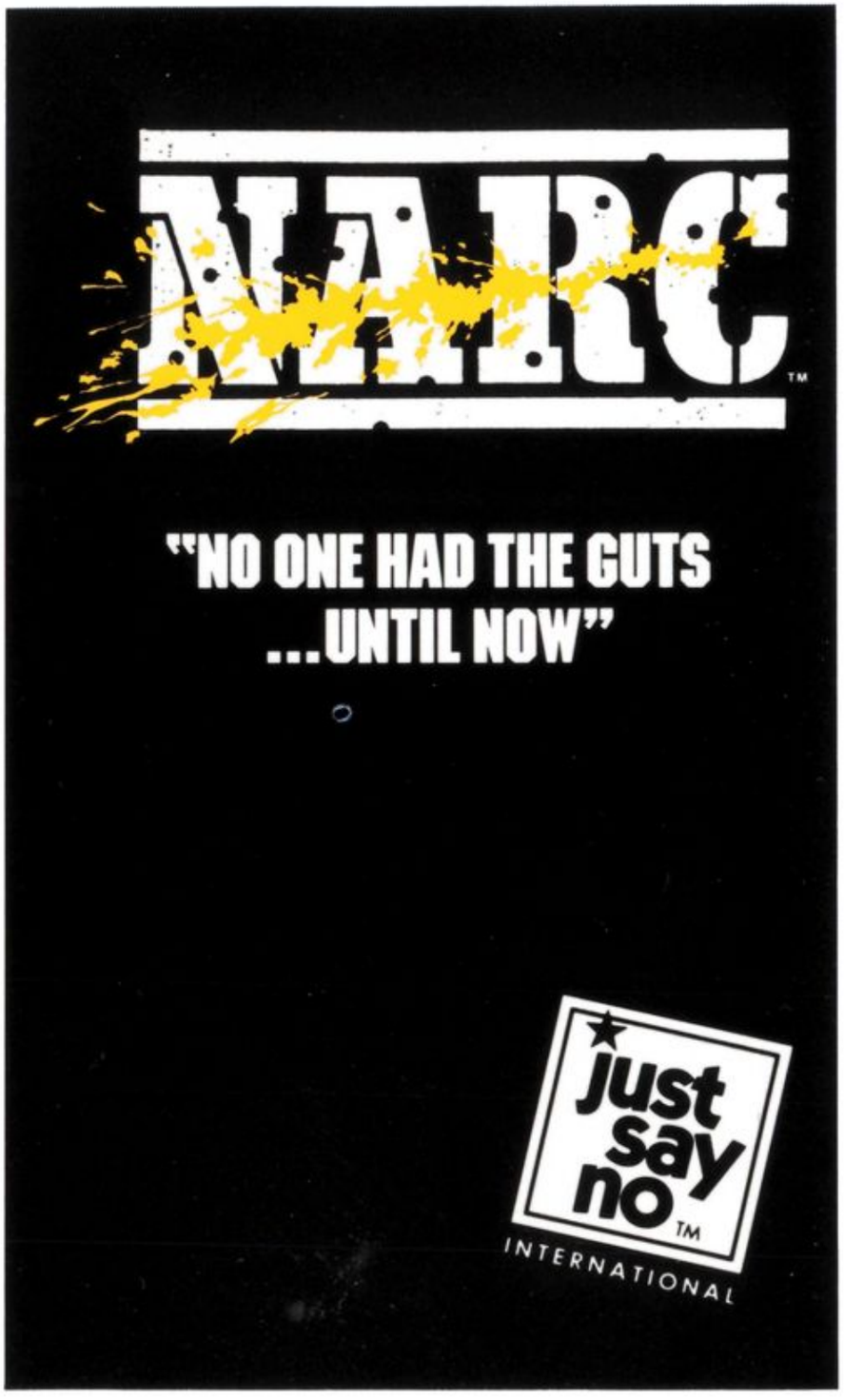
Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.



Dear Gamers:

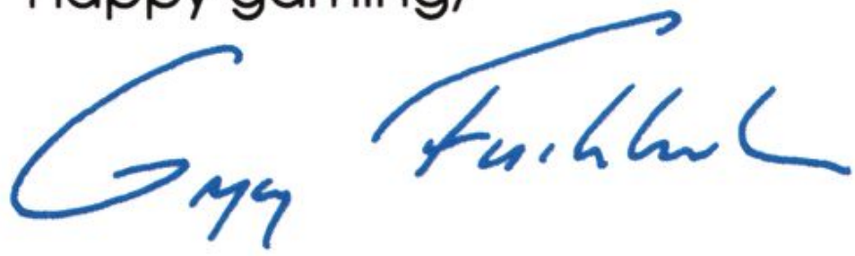
We at Acclaim are pleased to present NARC, the first video game for the Nintendo Entertainment System® with a strong anti-drug message.

NARC takes gamers through the supreme, larger-than-life war on drugs with exciting, colorful characters such as Max Force, who wages "justice" against a number of sordid enemies. And although the fast-paced action in NARC is sometimes extreme, it conveys what may often be the harsh realities of the drug environment. Nevertheless, it is a fictitious representation of how the battle against drugs may be won.

We hope you'll realize, as we do, that it is only through concern, strong efforts and education that substance abuse in young adults can be prevented. That is why Acclaim has become a sponsor of Just Say No International. This non-profit organization with more than 15,000 clubs nationwide has members who are kids and young adults like you, and is dedicated to providing other kids and young adults with the information and support needed to say "no" to harmful drugs of all kinds.

Playing NARC is one way to express a stand against drugs. The real test, however, is in your actions. So, spread the word that doing drugs is no longer "cool," and join Acclaim, Max Force and Just Say No International, in working to become the drug-free generation.

Happy gaming,



Gregory E. Fischbach
Chairman and Chief Executive Officer
ACCLAIM ENTERTAINMENT, INC.

N.O.
LIMITED
ACCESS

Spencer Williams,
Chairman
Narcotics Opposition
Washington DC
January 17th, 1997

TO: Max Force and Hitman
N.O., Corps 1

RE: **PROJECT NARC**

Dear Sirs,

As you may well know, our position in the war on drugs has gotten worse. Much worse.

The N.O. has currently identified several groups of known offenders. Dealers, pushers, mobsters, gangsters—even psycho clowns—they're all in on it.

They seem to have an unlimited supply of weapons. Government reports claim that the entire operation is being directed and financed by a Mr. Big—who, it seems, runs the largest underground drug trafficking and terrorist organization in the world.

We'd send in the army's special operations division, but that would just send up flags. We need to act more covertly. Which is why you two have been chosen to go in there and spearhead this operation.

You will have to cover a lot of territory. Mr. Big's people are everywhere! What's more, the action doesn't stop at the street. You'll catch them down in their underground drug labs (destroy as much of that poison as you can) and up in the top floors of classy, highrise hotels.

We'll supply you with machine gun ammo and all the rocket bombs you can carry. But you'll probably go through them fast. So replenish your supply with the stuff dropped on the street..

And speaking of the street, pick up anything and everything you can. Cash... Contraband... Even magnetic entry cards—they'll open doors for you.

Keep in touch with us via your Mobile Scanner Unit. We'll give you progress reports as well as updates on your assignment.

N.O. and the entire country are counting on you. Good Luck.

Spencer Williams

Spencer Williams
N.O. Chairman

READY TO RAID

LOADING

1. Make sure the power switch on your NINTENDO® control deck is OFF.
2. Insert the NARC ® cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

You'll first see the NARC title screen. When you press the START BUTTON, you'll be quickly briefed via your Mobile Scanner Unit.

Then we'll transport you to the street. To add another player, press the START BUTTON on player 2's controller at any time.

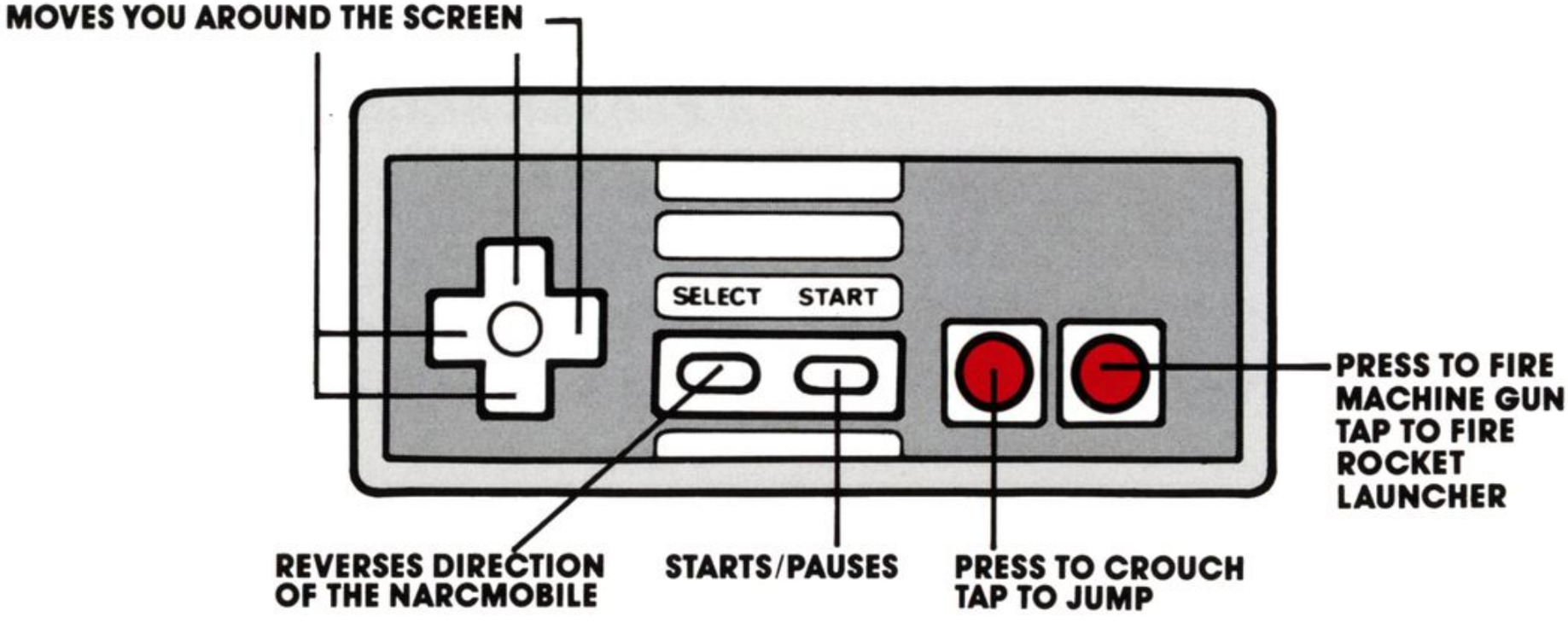
2-PLAYER ARCADE ACTION

NARC lets you add player #2 at *any time* during active game play. To do so, simply press the START BUTTON on controller #2.

NARC CONTROLS

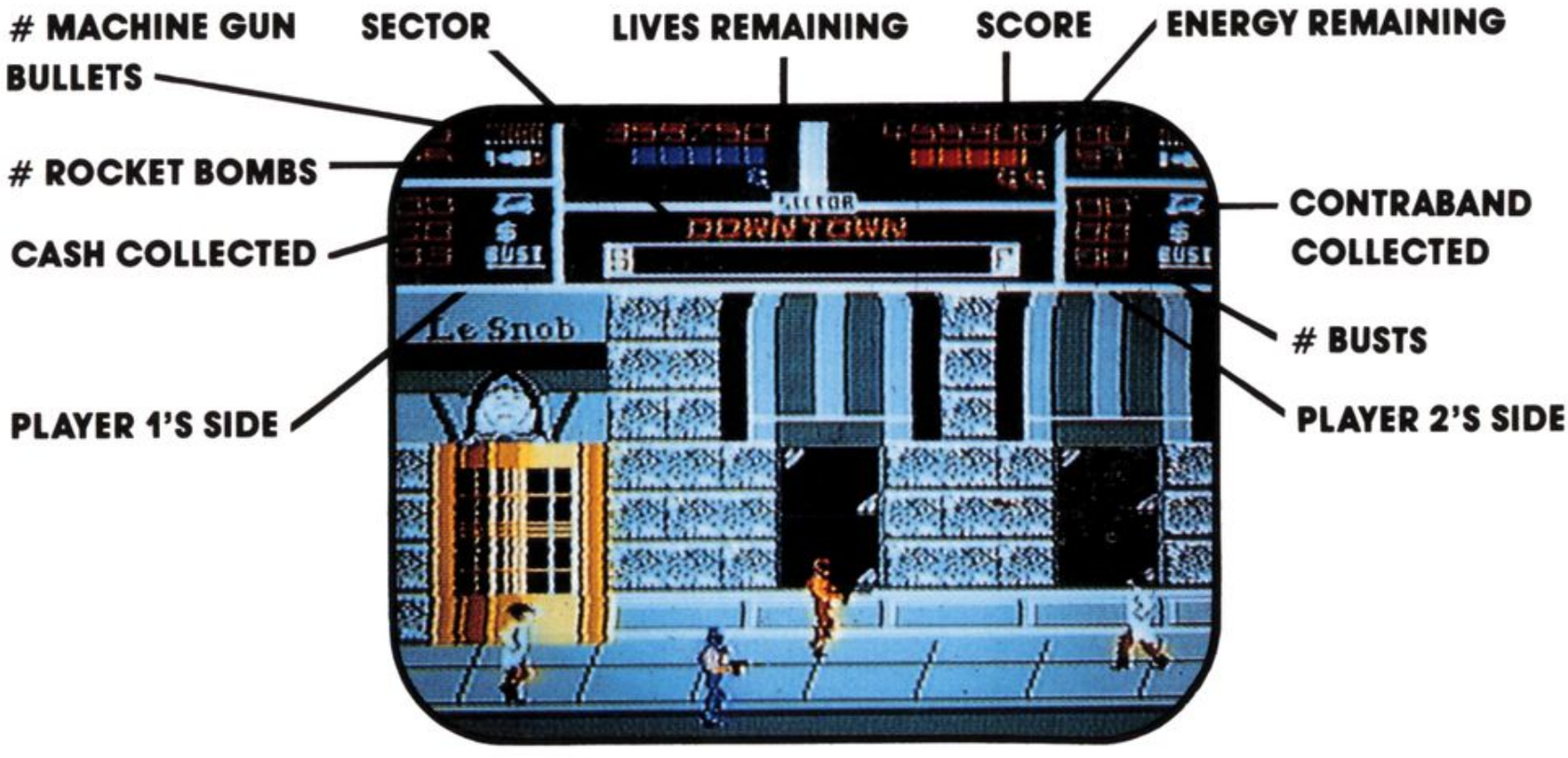
The following illustration shows you the control points on your NINTENDO® controller—and what they'll do.

Note: *To* ***"press"*** *the A or B BUTTON, touch it firmly—as you would in normal game play. To* ***"tap"*** *one of these buttons, flick your finger on it quickly and lightly*


MOVES YOU AROUND THE SCREEN
SELECT
START
PRESS TO FIRE MACHINE GUN TAP TO FIRE ROCKET LAUNCHER
REVERSES DIRECTION OF THE NARCMOBILE
STARTS/PAUSES
PRESS TO CROUCH TAP TO JUMP

ON THE SCREEN

All the game play information lies across the top of the screen as follows:



GET STREETWISE

Get to know who's on the street, what they've got and how to use it. The main rule to remember is this: anything goes!

BULLETS and ROCKET BOMBS—Once they're on the ground they're fair game. **To pick them up,** simply walk over them.

SAFE CARDS—These can get you into places you're not wanted. **To pick them up,** just walk over them. **To use them,** walk up to a safe card entryway (make sure you have the right colored card) and the doors will open. Walk through the door by pressing the UP ARROW.

RABID PIT BULLS—Crouch and fire to turn them into hot dogs.

LAND MINES—Avoid 'em. Or coax a pit bull to run over 'em.

MUTANT BUGS—Believe it or not: deadly attack insects. They travel in swarms. Jump to stomp on 'em!

HELICOPTERS—These criminals even have their own fleet of customized choppers. Duck under 'em. Or jump up and fire at them with your rocket bombs.

THE NARCMOBILE

Your fuel-injected Porsche 911 Turbo Carrera NarcMobile is equipped with superior handling and rapid acceleration. Each wheel has independent suspension and gets maximum traction from extra-wide tires. It has a special computer uplink and low lux video recorder which will practically film in the dark. Great for those night busts. Here's how to nab it:

To get in the car, run up to it, then tap the A BUTTON to jump in.

If there are two players, the first one to get to the NarcMobile is the driver and his controller will operate it. The other player will be the passenger.

To drive the car forward, press the control pad in the direction you're headed.

To turn the NarcMobile around, press the SELECT BUTTON.

To fire rockets and machine guns through the car ports, press the A BUTTON. (**Note:** when both players are in the car, both can fire.)

CAUTION! You can total the NarcMobile by:

- *Crashing into dumpsters at high speeds*
- *Crashing into a helicopter*
- *Driving over land mines*

You can use the car as a weapon, by driving over criminals. (**Note:** you automatically pick up any contraband or cash you drive over).

N.O. CRIMINAL DOSSIERS

The following is a listing of some of the characters you're going to bump into out there. We boiled it down to a few key facts on each one.

Das Lof Gang— These are the international drug traffickers. They'll give up pretty easily— so bust 'em when you can.

Dr. Spike Rush—He's a chemist. Uses his own creations as weapons.

Sgt. Skyhigh—This one's a grower. As well as a collector of military surplus weapons.

H.Q. Posse—Contraband Security. Specially trained to defeat Narcs like you.

Bevon Face—He'll try and sell you anything. And if you don't buy? He's always got his semi-automatic plus some spare dynamite...

Joe Rockhead—This heavyweight lug doesn't carry weapons or push contraband. He doesn't need to.

Mr. Big—Take it easy. And play it smart. This guy is the worst kind of villain: one with a high I.Q. In fact, every bone in his body is dangerous. Even dead, he's a terror.

Kinky Pinky—Not as funny as he looks. He doesn't carry any stuff—so you can't even bust him.

NINE SECTORS TO BUST

There are nine separate sectors that Max Force and Hitman must complete before confronting Mr. Big and destroying the world's biggest drug ring. 7 of them are described here:

The Junkyard—Your basic industrial ghetto—complete with subway station. Places this barren are always threatening.

K.W.A.K. Street—Ugh! What a stench! Here's where they make the stuff. And where you destroy it!

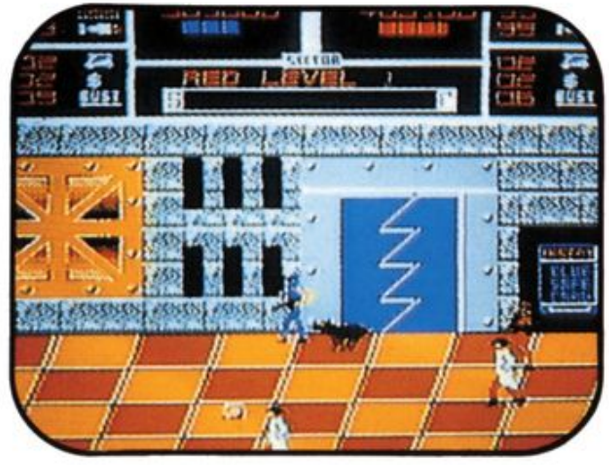
The Bridge—Meet Das Lof, Joe Rockhead, Kinky Pinky, Pit Bulls, and the K.W.A.K. copter head on with the NarcMobile.

Sunset Strip—Start with the Kennel. Then on to Kinky's Bigtop. Next step into the Swamp. And don't forget the Scrap Heap.

Skyhigh's Nursery—You found it! Skyhigh's greenhouse. Now raid it.

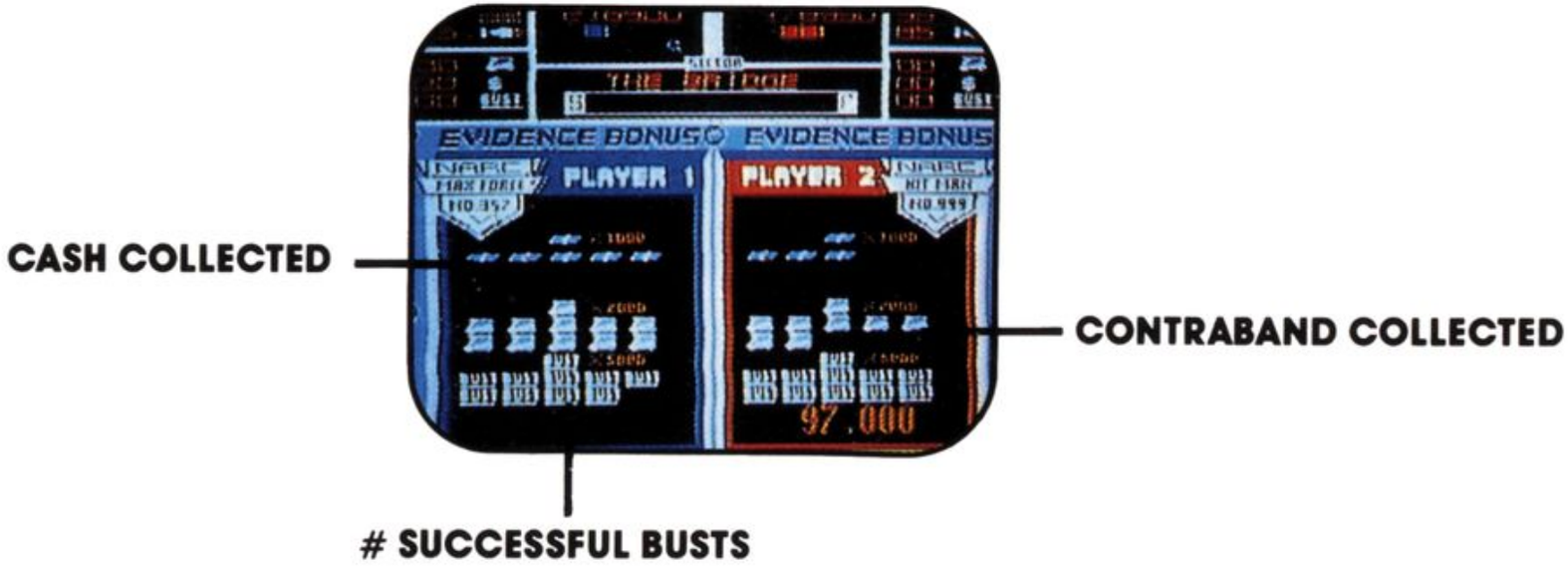
Downtown—This is some hotel. First check out the red level, then the blue one.

Mr. Big's Office—OK. Here's his office. But where is *he*? And who are all these *other* guys?



THE EVIDENCE BONUS SCREEN

As you complete each sector, you'll be shown the amount of BONUS POINTS you've earned on the EVIDENCE BONUS SCREEN. Busting a criminal will earn you more points than shooting him. You'll also get points for confiscating contraband and cash.



EARNING POINTS WITH THE N.O.

Here's a sampling of what earns what:

ACTION	POINTS
Defeat Das Lof gang member	100
Bust Das Lof gang member	1000
Defeat Dr. Spike Rush	1000
Bust Dr. Spike Rush	5000
Defeat Pit Bull	200
Blow up K.W.A.K. stop drug vat	1000
Destroy K.W.A.K. stop drug lab (per player)	25000
Pick up (double if caught in air)	250
Defeat Sgt. Skyhigh	1750
Blow up Caddy	5000
Blow up helicopter	5000

THE LIVES OF AN N.O. NARC

Because of bulletproof vests, hardhat helmets and the top surgical team in the country, Max Force and Hitman actually have 3 lives.

Within each life there are 5 Energy Units. As you fight and get injured, your Energy Units are depleted.

If you lose all your Energy Units, you will lose a life.

ENTERING YOUR INITIALS:

Once a game is over, you'll be asked to enter your name or initials. Here's how:

TO ENTER YOUR INITIALS—You may enter up to 3 letters of your initials. To do this, use the controller arrows

to move the pointing finger across the keyboard. When it's pointing to the desired letter, press the A BUTTON to select that letter.

Continue this way until all 3 letters have been selected. If you want to select *less* than 3 letters, move the highlighter box to **"Sp"** to create a blank space and press the A BUTTON. If you want to change a letter, point the finger to word **"RUB"** and press the A BUTTON. The last letter you entered will then disappear.

When all your letters have been correctly entered, point to the word **"END"** and press the A BUTTON.

N.O. TACTICS

After years of reports from the field, the N.O. has put together a list of proven strategic tactics for dealing with drug rings and for working the streets. Here are excerpts from that list:

- Rocket bombs are a powerful but precious commodity. They can blow away several guys at a time. So wait until you have two or more in your line of fire to use them.

- Remember, color-coded safe cards can open locked doors.
- To defeat pit bulls, come down to their level.
- When in the drug labs, try to destroy as many vats as possible in your spare time.
- Be sure and pack in all the contraband you can. If it's left on the street, a dealer will just reroute it, getting paid double.

BUST 'EM!

This country's had all it can take of these destructive drug lords, dealers and pushers. The time has come to get rid of them.

So get in there and knock off this noxious drug ring—once and for all. And return the country to a haven of apple pie, motherhood and video games.

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Masters of the Game™

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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